

How to Learn from It

Shutterbug's Pictures™ makes early reading instruction a snap by helping young learners develop skills in observation, specific recall of details, visual discrimination and analyzing whole-part relationships. While these skills are essential to pre-reading instruction for learners ages 4-8, they also apply to other important school subjects as well and generally contribute to the overall development of thinking and reasoning skills.

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Commodore Product No. P-C07128A

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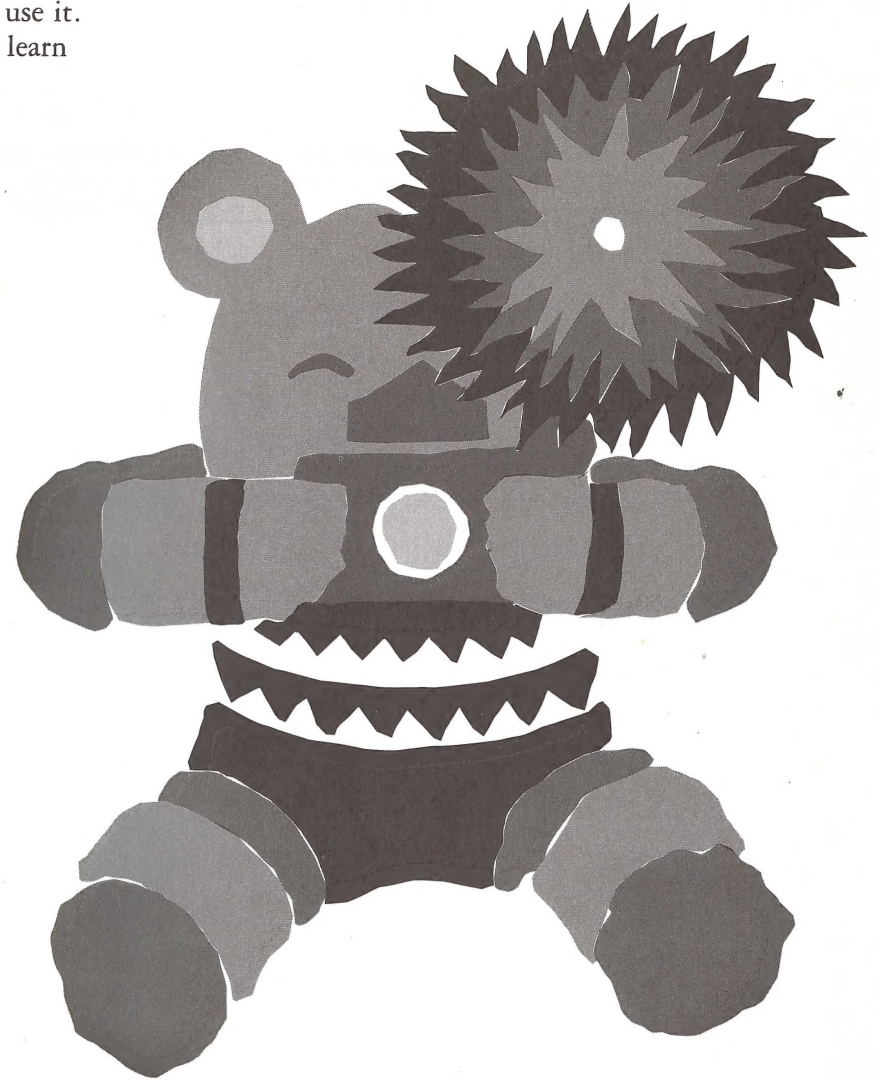
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How to load it.
How to use it.
How to learn
from it.



All About It

Young learners from preschool through grade 3 can develop their pre-reading skills to picture perfect quality with this engaging exercise in memory, visual discrimination and problem-solving. Shutterbug will use his camera to take two photographs. Both pictures, however, will not be the same. Something is missing from one of them. Look closely and try to identify what is missing from one of the two pictures. Shutterbug will give four clues to choose from but you will have to look at each photograph quickly before the one with the piece missing disappears.

Your Goal

Find what is missing in one of two seemingly identical pictures.

How to Load It

Instructions for loading the Apple II, II+, IIe, and IIC

For the Apple II and II+:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press **[RESET]** to restart the program or type **PR#6** and press **[RETURN]**.

For the Apple IIe and IIC:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.

2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press the **[OPEN APPLE]**, **[CONTROL]** and **[RESET]** keys simultaneously.

The program will take several minutes to load. After it does, simply follow the directions on the screen to run the rest of the program.

On the Apple IIe and IIC, make sure **[CAPS/LOCK] is depressed before you run the programs.**

Instructions for loading the Commodore 64 and 128

For the Commodore 64:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer, the disk drive and the monitor.
3. The screen will display the word READY.
4. Type the following: **LOAD "LTI", 8, 1**
5. Press **[RETURN]**. The program will take several minutes to load. After it does, simply follow the directions on the screen to run the rest of the program.

For the Commodore 128: If you are using a Commodore 128, you can use it just as if it were a Commodore 64. You may enter the C64 mode in one of two ways:

1. **With the power OFF**, hold down the **[COMMODORE]** key and press the ON/OFF switch. The familiar blue C64 screen display will appear with the words READY. From there, simply load the program as you would on the C64.
2. **When the computer is running in the C128 mode**, type the BASIC command and **GO 64** and press **[RETURN]**. The computer will then respond with the words: **ARE YOU SURE?** Press **[Y]** and **[RETURN]** simultaneously and you will automatically enter the C64 mode. Now load the program as you would with a Commodore 64.

How to Use It

IMPORTANT NOTE: Since the primary intent of *Shutterbug's Pictures™* is to develop skills in visual discrimination and observation of details, maximum benefit will be derived from the product if a color monitor or television is used.

1. **Select options:**
 - A. **Sound** – When the screen reads, **DO YOU WANT SOUND?**, do either of the following:
 - Press **[Y]** to hear all sound effects.
 - Press **[N]** to turn off all sound effects.
 - B. **Directions** – When the screen reads, **DO YOU WANT DIRECTIONS?**, do either of the following:
 - Press **[Y]** to see directions.
 - Press **[N]** to not see directions.
2. **Watch the birdie:** Watch closely as Shutterbug takes two photographs. Study each carefully, but do it quickly because the photograph on the left will disappear.

When it does, try to decide what was missing from the second photograph and choose it from the list of clues that will appear on the left side of the screen by pressing the corresponding number key.

3. Interpret feedback:

- A. **If you are correct** – If you find the difference in the two photographs, Shutterbug will smile.
- B. **If you are incorrect** – If you do not find what is different about the two photographs, an X will appear next to the clue you choose and Shutterbug will frown. The correct object will then flash. Compare the two pictures again when the second photograph reappears.

4. **Scoring:** Look at as many exercises as you wish. To quit and see your score, press **[ESC]** if you are using the Apple or **[F7]** if you are using a Commodore. The score will show the number of problems you tried and the number you got correct. Then, press the **[SPACE BAR]** to return to the menu, to continue or quit.

5. **Quitting the program:** To quit at any time press:

Apple: **[ESC]**.

Commodore: **[F7]**.

After pressing the **[SPACE BAR]** you will return to the main menu where you may either choose a new level of play or quit the program completely.